

Schedule

Start	Stop	Topic	Activity	#	Time	Who	Activity
14:00	Tues	21 November	Week 3				Inspiring Ideas
14:00	14:20	Review homework	Review		0:20	All	Review
14:30	14:40	About characterizing ideas	Lecture		0:10	All	Necker cube, graph, RADAR diagram
14:50	15:00	Interpreting design spaces	Lecture		0:10	All	
15:10	15:20	About exploring design spaces	Lecture		0:10	All	Gaps, intersections, innovations
15:40	16:00	Design space	Exercise	18	0:20	Team	5-6 dimension design space
16:20	16:40	Collecting Designs	Lecture		0:20	All	
16:40	16:55	— Break —			0:15		1:30
16:50	17:00	About defining requirements	Lecture		0:10	All	Design brief, spec., interact. table
17:20	17:40	Interaction table	Exercise	19	0:20	Team	Complete table
17:50	18:00	Representing designs	Lecture		0:10		
18:10	18:20	About exploring concepts	Lecture		0:10	All	Concept, diagram, model
18:35	18:50	Concept	Exercise	20	0:15	Team	Create first design concept
19:00	19:10	Assignment	Homework		0:10	Team	Finish interaction table, concept
3:00							
9:30	Wed	22 November	Week 3				Designing Prototypes
9:30	9:45	Review homework	Review		0:15	All	Concepts, interaction tables
9:45	10:05	Alternatives	Exercise	21	0:20	Team	Find alternative design solutions
10:05	10:15	About rapid prototyping	Lecture		0:25	All	Paper, software, hardware prototypes
10:15	10:25	About representing time	Lecture		0:10	All	Snippet, future scenario, journey map
10:25	10:40	Future scenario	Exercise	22	0:20	Team	Create a future scenario
1:30							
10:40	10:55	— Break —			0:15		
10:40	10:50	Interpreting Prototypes	Lecture		0:10	All	
10:50	10:50	About communicating designs	Lecture		0:10	All	Storyboard, tutorial, marketing pitch
10:50	11:05	Storyboard	Exercise	23	0:20	Team	Storyboard
11:05	11:20	Assignment	Homework		0:10	All	Finish storyboard
3:00							
9:30	Wed	22 November	Week 3				Designing Prototypes